Gallop Racer® 2001

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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HORSE DATA ABBREVIATIONS LIST

Abbreviation	Description
RTG	Rating
COND	Condition
STRT LMT	Starts Limit
.*F ---.*F	Furlong (Distance)
GTS	Guts
TMP	Temper
INC	Track Incline
BRK	Breaking Style
CON	Track Condition
PCE	Pace
FRONT	Front Runner
PRCDR	Preceder
MID	MidRunner
CLSR	Closer
FLXB	Flexible
SPT	Spurt
SLW	Slow
FST	Fast
RC:*** WIN:***	Number of Races and Wins
G1:***	Number of G1 Wins
NXT	Next Race
LST	Last Race
GR TYPE	Growing Type

The Sound of Hooves

The gate opens with an ominous creak.

The world ahead abruptly lurches into view… spinning, shrieking, sliding, and then it's gone, in the wake of the pack.

Amid the thunderous roar of hooves, a dust devil erupts from the ground. You hear the breath of the horses, the bounce of the stirrups.

Your whole body feels it, the joy of being alive and one with this wonderful creature.

Only those who have experienced it can understand the tremendous living energy that tramples over the oval, carried forth on top of 72 hooves. The rush you feel at that moment is indescribable. For those few seconds… you are truly alive.

We are almost home! Hang in there! You hate to use this whip, but...

The urge to run faster is almost too much… until at last your horse's nose crosses the finish line, and you, the victor, raise your fist in answer to the screaming, cheering crowd. At that moment, there's nothing you'd rather do than ride.

"Gallop Racer 2001" brings you that experience - that ultimate feeling of joy and exhilaration, which only a horse racing game can provide.

Thank you for purchasing "Gallop Racer 2001," created exclusively for "PlayStation2". Please read this booklet thoroughly before playing the game.

Note: "Gallop Racer 2001" is an original product developed solely by Tecmo.
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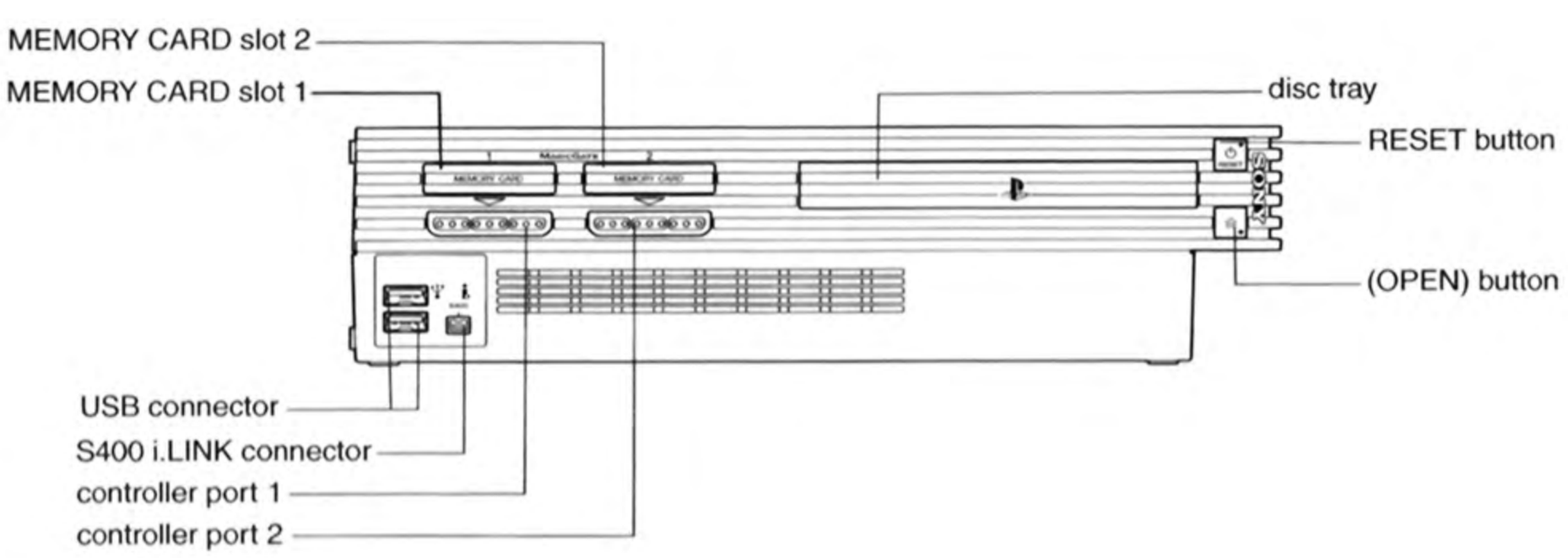
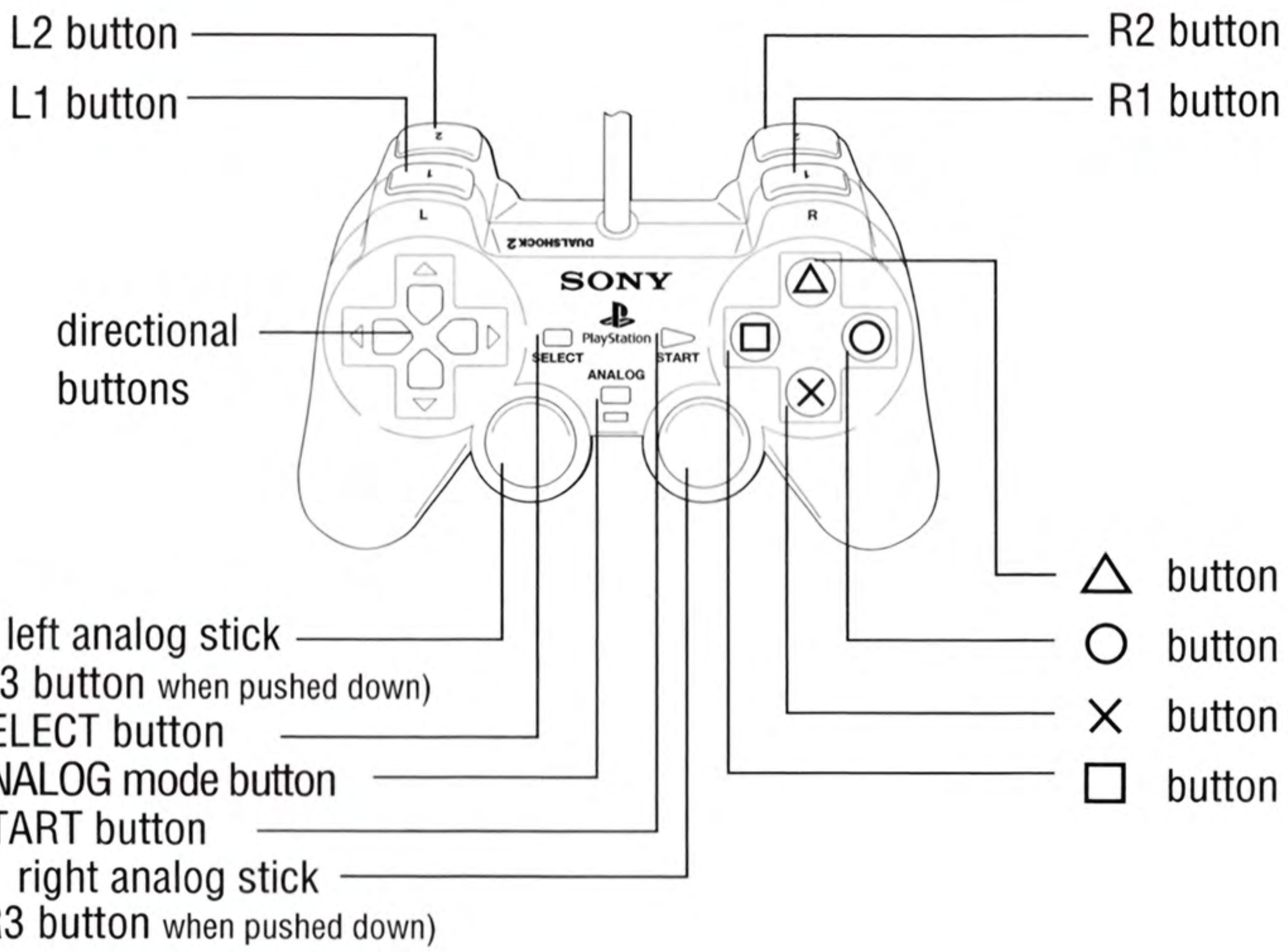
We at Tecmo strive constantly to improve the quality of our products, in order to deliver on our promise of entertainment and safety. Therefore, please understand that minor differences may exist between the "same" products, or that the product may differ slightly from what is seen in the printed materials.

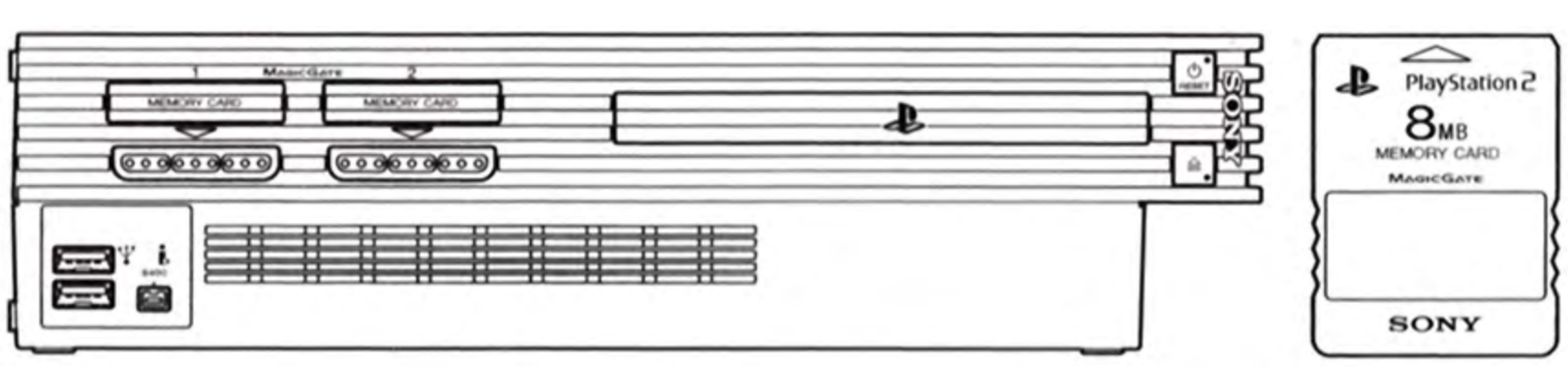
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Gallop Racer 2001 disc on the disc tray with the label side facing up. Press the open button again the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS





This game supports backup functionality. A memory card (8MB) (for PlayStation®2) (sold separately) is required in order to back up data.

During the save and/or load procedure, do not turn off the machine, nor remove/insert the memory card (8MB) (for PlayStation®2) (sold separately) or DUALSHOCK™2 analog controller.

Screenshots shown in this booklet may differ from those seen in the actual game.

How to Control

This sections describes the basic control of "Gallop Racer 2001." The roles of the buttons differ according to whether you're in the race screen or menu screen. Please understand what the buttons do before starting the game.

DUALSHOCK™2 analog controller

Control while racing

[L2 button/R2 button]

Look to your left/right

[L1 button/R1 button]

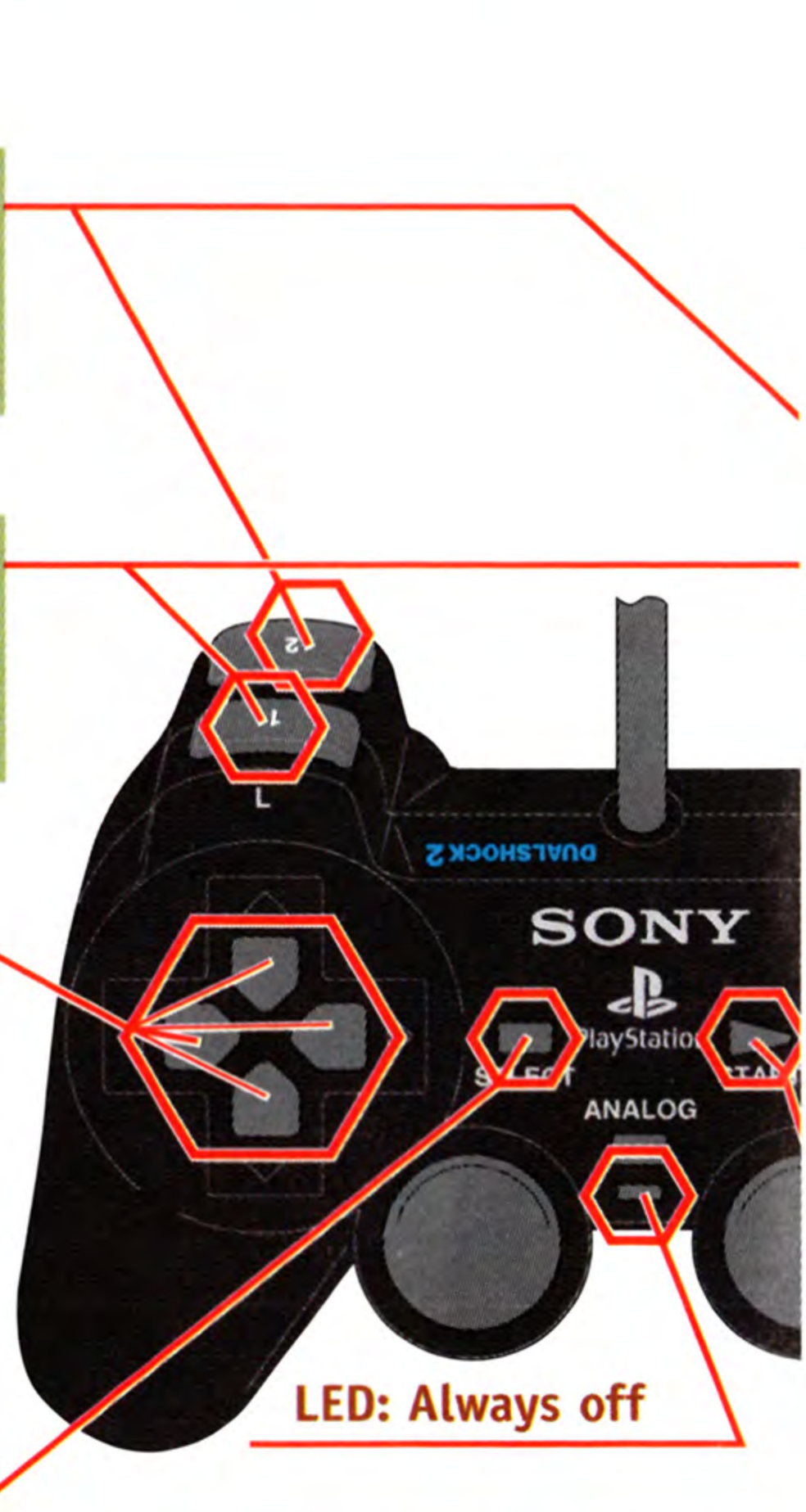
Switch radar

[directional buttons]

Up: Start/Accelerate

Left,Right: Move horse in the right/left direction

Down: Slow down



[SELECT button]

Change view

[START button]

Pause game

Software reset: Pressing down the START button + SELECT button simultaneously for 2 seconds during game play will reset the game and return to the title screen.

Control in menu screen

[L1/L2/R1/R2 Button]
Switch page

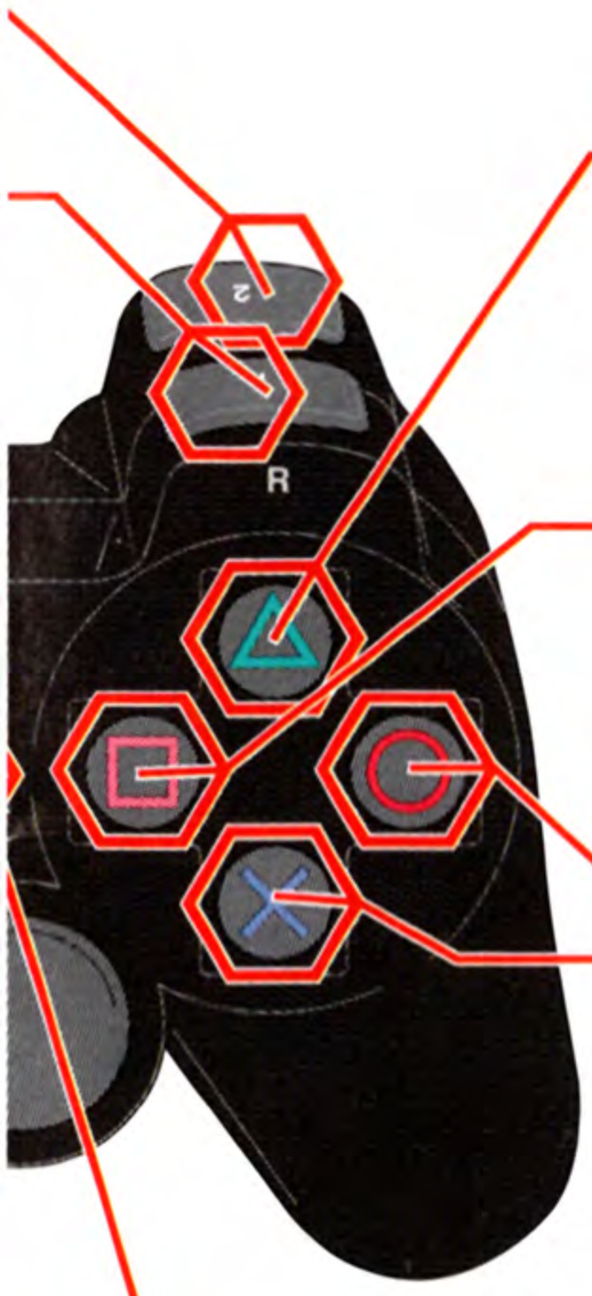
[△ button]
Cancel

[□ button]
Switch data

[○ button]
Switch data

[Directional button]
Move cursor

[× button]
OK



[△ button]
Change view

[□ button]
Whip left

[○ button]
Whip right

[× button]
Switch whip

- Repeatedly applying the whip (○ Button and □ Button) shifts to the "typhoon whip" function, thus changing the rate of acceleration.
- The rate of acceleration or slowing, using the Up or Down directional buttons, changes according to the rapidity with which the buttons are hit.
- Vibration is switched on and off using the Option mode. (See page 7.)
- If the vibration setting is on, the controller will vibrate regardless of whether the LED is on or off.
- When you win the race, the buttons will provide a variety of guts poses.

Title Screen

Pressing the START Button in the title screen displays the menu that loads the system file, which in turn contains the various settings.

When playing the game for the first time, press the X Button to start the game using the default setting.
Select a desired play mode from the three choices available.

Choose "OPTION" to change the settings.
Use the Left and Right directional buttons to select a mode. Press the X Button to confirm.

• SEASON MODE

In this mode you will purchase your own horse and play a one-year season. (See page 9 for details.)

• PRACTICE MODE

In this mode you'll select the horse you like and practice a race of your choice. (See page 20 for details.)

• VS MODE

In this mode two players compete against each another. To play in this mode, you'll need another controller such as the DUALSHOCK™2 analog controller, which is sold separately. (See page 24 for details.)

• OPTION

Settings can be changed.
Changes can be saved by selecting and confirming "SYSTEM SAVE" before exiting the Options screen. (See page 7 for details.)

Descriptions of Options

SYSTEM SAVE/SYSTEM LOAD

This saves or loads the system file. To use it, select the memory card.

SOUND

Volume settings for sound effects (SE) and background music (BGM) can be adjusted, and you can choose between stereo and mono modes. You can also listen to the background music used during the game.

GAME SETTING

Various settings used during game play can be changed.

GAME SETTING

Vibration function:
Switches the vibration function of the DUALSHOCK™2 analog controller on and off. During a race the vibration function can also be changed via the pause window.

ORIGINAL HORSE UTILITY DELETE:

Deletes a registered original horse
Select the horse you'd like to delete, then press the X Button.

COPY

This function exchanges registered original horses between two original horse files.

Season Mode

In Season mode the date advances by the week. On a weekday you'll sign your horse up for a race, and you'll be entered in the race to be held during the weekend.

First, purchase a horse using the jockey points provided. Later, you can purchase stronger horses with the points you've earned in races, and start your record of victories in bigger and bigger races.

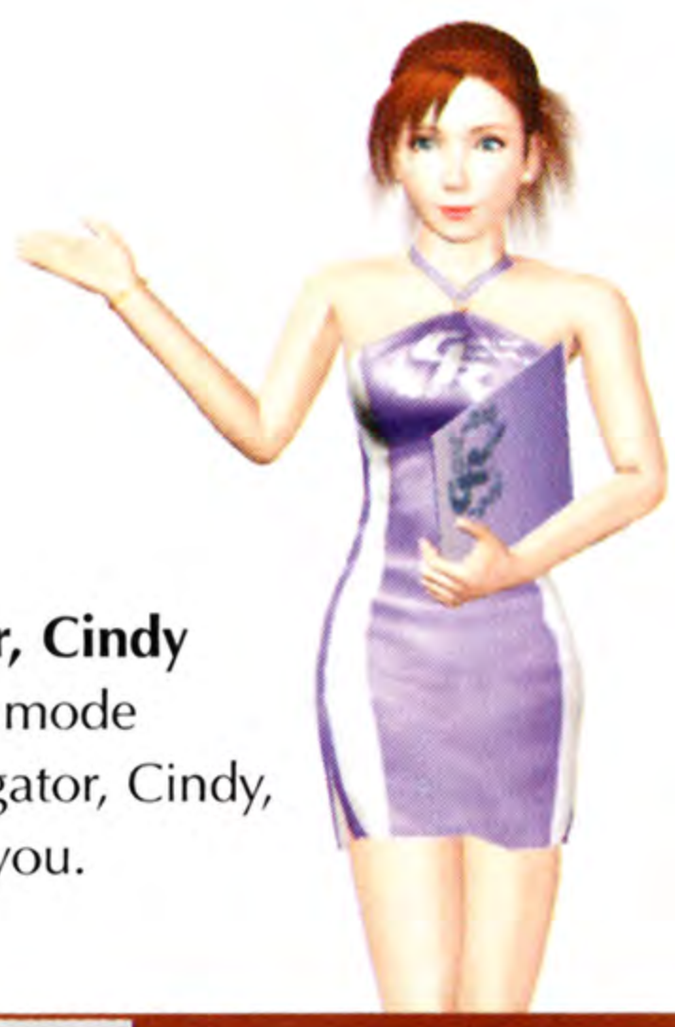
Monthly maintenance costs are part of keeping your horse in top condition. However, when you run out of jockey points, the game is over. But if you retire your horse for breeding purposes, you can then create your own original horses.

• NEW GAME

Determine the level of difficulty, name and player's silks according to the instructions from your navigator, Cindy. The game will begin once the necessary selections have been made.

• LOAD GAME

You can continue your game from the point where you last saved it.
Select the memory card you'd like to use, then select "Season File" to load it.



Navigator, Cindy
In Season mode your navigator, Cindy, will help you.

• Weekday command

This is the basic weekday screen used for the purchase of your horse and signing it up for a race.
To select a command, move the cursor using the directional buttons. Confirm the command selection by pressing the X Button.

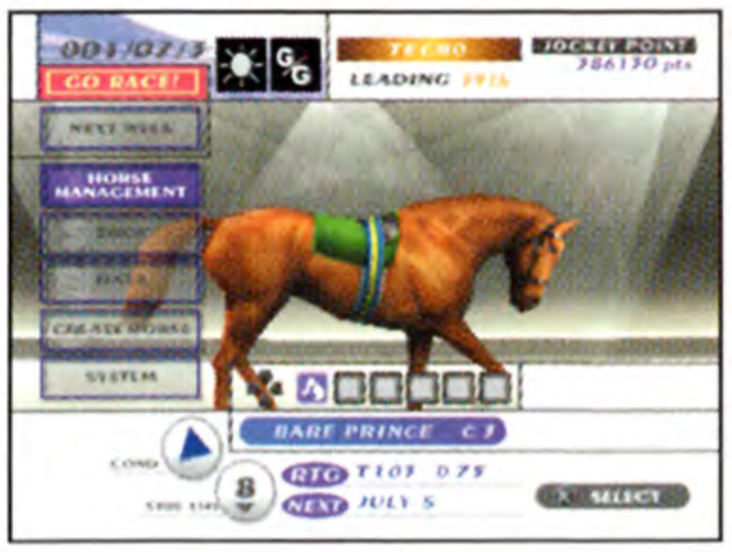
* You have no horse at the beginning of the game. You must first purchase one.

• Commands

• NEXT WEEK
This command advances the date to the following week. If you have a horse registered for a race during a specific week, "GO RACE!" will be displayed on the screen. The date advances to the weekend to start the race.

• HORSE MANAGEMENT
You can choose to sign up for a race, retire a horse or view various data by viewing your horse's parameters in the Horse Data screen.

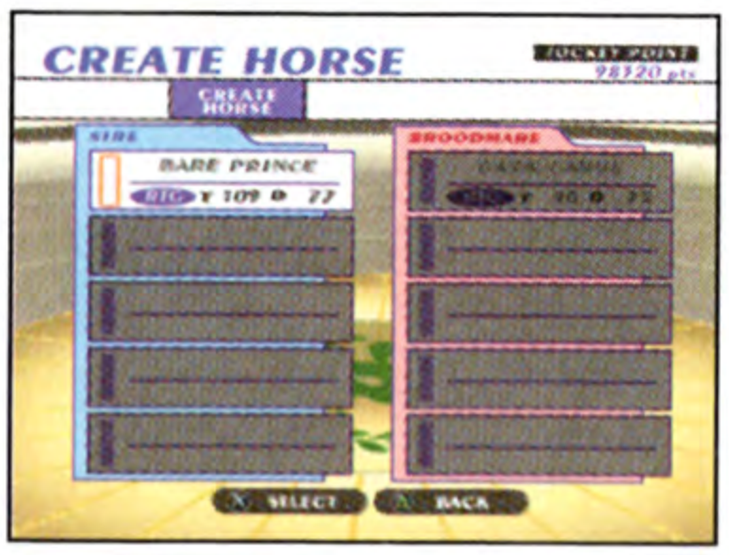
When you set the cursor on the "HORSE MANAGEMENT" Button, your horse will be displayed in a larger size. If you have more than one horse, press the Left and Right directional buttons to point the cursor to the horse you'd like to see. Pressing the O Button switches to the Horse Data screen.
See page 12, "Horse Data Screen," for details.



• SHOP
You can purchase your own horse by ordering the horse you'd like and paying at the shop using your jockey points.
For details see page 16, "Shop Level and Ordering System."

• **DATA**
You can view various types of information, including personal data and records.
See page 17, "Data," for details on the viewing of data.

• **CREATE HORSE**
You can create an original horse through the use of male and female breeding stock. However, you can only create a horse in April.
See page 18, "Breeding," for further information.



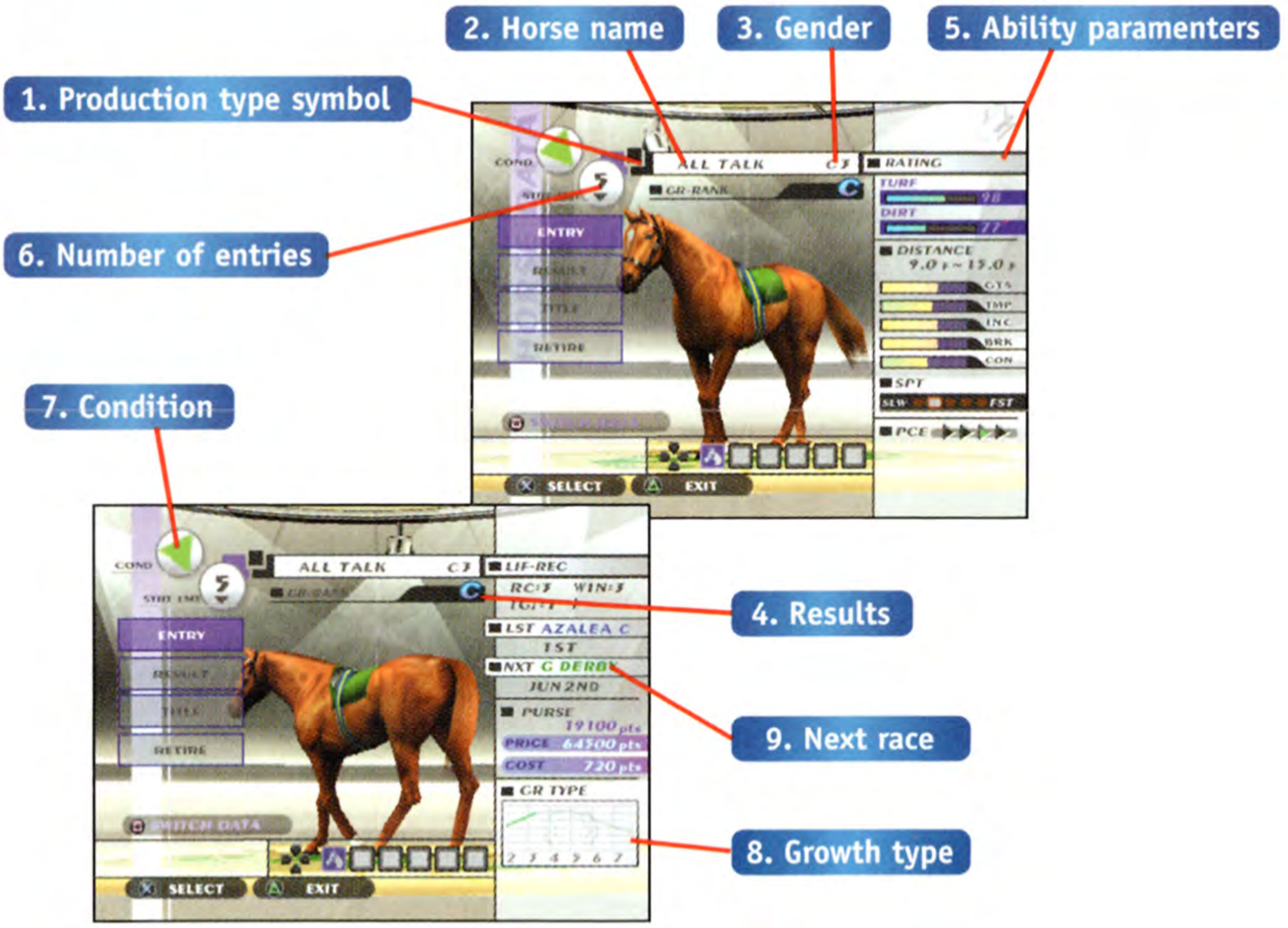
• **SYSTEM**
You can save or load season data, or you can end the game.

• Horse Data Screen

You can check the parameters of your horse and determine whether to register for a race or retire your horse. You can also view the horse's race records and titles. If the horse is an original, you can save the horse as part of your Original Horse File.

• How to view parameters

You can scroll through the data display by pressing the ■ Button.



1. Production Type
GR: Original horses

2. Horse name
Name of the selected horse

3. Gender
: Stallion (male): Such a horse cannot participate in races designed for mares only.
: Mare (female): Such a horse cannot participate in races for stallions only.

4. Results
This ranking evaluates the horse's past record of performance.
Horses with higher parameters of ability are expected to perform in accordance with their particular ratings. This will affect the free handicap of the offspring. When creating an original horse from breeding stock.

5. Ability Parameters

Free handicap:
"TURF" indicates the horse's ability on turf, while "DIRT" indicates its ability on dirt. A higher value signifies greater ability. In Season mode each ability parameter may change, depending on the horse's age.

Distance attributes:
The distance attribute indicates the range of distances over which the horse can perform at its best. However, some horses can perform well even outside their stated range.

Guts: GTS
This represents the horse's underlying degree of willpower. As a function, it influences the power that lies hidden within the horse.

Temper: TMP
This indicates the nature of the horse. A higher value means the horse is less moody (more stable) and easier to manage.

Track Incline: INC
This indicates how the horse handles the upgrade in the home stretch. A horse with a low value will consume much of its stamina during the final uphill run.

Breaking Style: BRK
This represents the horse's power of acceleration (explosive power). It affects your mount's acceleration out of the gate and over the course of the race.

Track Condition: CON
This represents your horse's ability to handle unfavorable racetrack conditions. It affects the horse's performance over bad ground conditions due to rain or snow.

Last spurt: SPT
This indicates the type of final spurt your horse will possess. There are five levels ranging from persistent to instantaneous.

Pacer: PCE Maximum speed is not that great, but the final spurt lasts longer.

Instantaneous: The horse accelerates rapidly to its top speed, although the duration of an all-out run isn't very long.

Leg type:
This indicates the horse's optimal leg type. See page 30 for details on leg types.

Jockey Training System
Your horse's parameters change according to how it is ridden. If your riding style maximizes the various abilities present in the horse, the parameters will increase. On the other hand, if you don't fully utilize those abilities, the parameters will drop. Note that blocking the track will diminish all parameters. Be careful.

6. Number of entries

This ranking evaluates the horse's past record of performance. Horses with higher parameters of ability are expected to perform in accordance with their particular ratings. This will affect the free handicap of the offspring. When creating an original horse from breeding stock.

7. Condition

Once a horse competes in a race, it becomes exhausted and its condition begins to deteriorate. If the horse runs race after race without a sufficient rest period in between events, its condition grows worse and soon the horse won't be able to perform to the desired degree. The horse's condition will not be optimal if too much time has passed since its last race.

8. Growth type

This is the horse's growth type. Some horses mature very early, while others continue growing for a longer period of time. Most horses range somewhere between these extremes.

9. Next race

If your horse is registered, the name of the next race will be displayed.

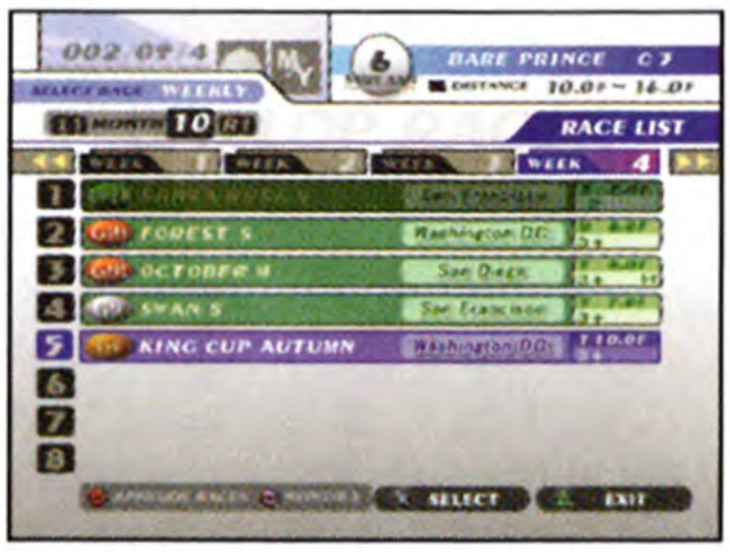
* The change in patterns of condition depends on the "number of entries."
A horse with less-frequent entries won't show such a significant decrease in ability after a long break. However, you should make sure that horse gets enough rest after a race. On the contrary, a horse with a larger number of race entries won't be so good on the track after a long break.

• *Horse Data Command*

The following are the commands available in the Horse Data Screen:

• *Entry*

You can register your horse for a race or cancel a registration. The Race Select screen is the place to register your horse for a race. Please select a desired race.



However, you cannot sign up for a race that is incompatible with your horse's age, gender or production type. The races for which your horse is eligible are highlighted.

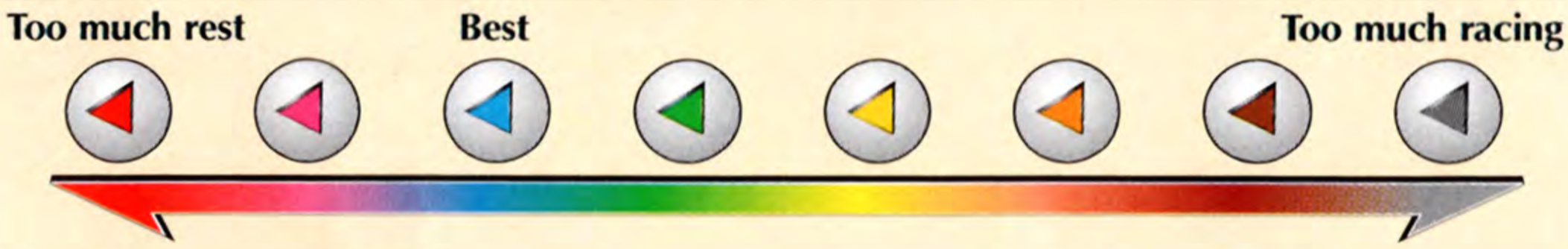
It is also possible to register for races ahead of time, provided that the races are held during the same season (until the fourth week of December).

To select a week, use the Left directional button to move to the preceding week or the Right directional button to move to the following week. To change the month, use the L1 Button to move to the previous month or the L2 Button to move to the following month. You can also switch display data using the ■ and ● buttons.

Although some races require that the horse have a certain cumulative point total, the following races can be run if the trial race conditions are met:

CHERRY CUP, AZALEA CUP, GOLDEN OAKS, GOLDEN DERBY, YOUNG MILE CUP, PRINCESS CUP, and PRINCE CUP

Your horse's condition
When registering your horse, be sure of its "condition."
If your horse has had to run back-to-back races, it will not perform to the best of its ability.
Always consider the interval between races, so that your horse can run when it's as close as possible to peak condition.



* By choosing ENTRY for a horse already registered for a race, you can cancel the previous race registration and sign up for a new race.

After selecting the race you'd like to enter, return to the Basic Weekday screen (page 10) using the X Button.
When registration is complete, you'll be ready to run the tracks.

• *Result*

You can see the results of the last 10 races your horse has run.
Display data can be switched by pressing the ■ button.

• *Title*

You can see the "Rival Horses" that your horse has beaten, and the "Special Titles" your horse has won.
Display data can be switched by pressing the ■ button.

Shooting Star System
Greatest horses from the past appear as rival horses, which will attempt to stop you from winning GI races.

If you beat a rival horse and win a GI race, the rival's name will be displayed in the Title screen. Winning races against rival horses has a variety of effects once your horse retires from the circuit for purposes of breeding.

Special Title
A special title will be given to a horse having won a certain combination of titles. For instance, a horse that wins Japan's three biggest races—the Satsuki-Prize Horse race (Satsuki Sho), Japan Derby and Kikka Sho Race--will receive the title "King of Japan." To find more special titles, try entering different races with your favorite horses.

• *Retire*

Use this function to retire your horse from the circuit.
A retired horse can then be used to breed original horses with the characteristics of your choice. Up to five stallions or mares can be kept for breeding.

• *Save Horse*

The data of your original horse can be saved on a memory card. The original horses you've saved can be used in either Practice or VS mode. In these cases the horse's ability statistics will be current as of the time the data was saved. Therefore, you'll want to save your data when the horse is at its prime.

• Shop Level and Ordering System

Gallop Racer features not just one shop, but multiple shops offering different horse lineups, varying according to how powerful the horses are. When buying a horse you can select a shop and ask for the type of horse you've been looking for.

1. Ordering

Select a shop for ordering. A shop with a high Shop Level will be able to sell you a stronger horse. You can also ask for the desired type of horse by specifying "Turf/dirt attributes," "Distance attributes" and "Leg type."
The horse you order will be listed in the horse lineup next month.

2. Purchasing

Select a desired horse from the lineup in order to purchase it.
The game begins with a display of horses from the default shop.
You can switch between stallions and mares using the L1/R1 buttons.

• *Data*

You can view data and records for the Season mode.

• *Personal Data*

- JOCKEY DATA
  You can see all your results and jockey titles you've acquired.
  Use the ■ button to switch between data.

- GI DATA
  You can view the results of your GI races.

- HALL OF FAME
  The records for horses carrying special titles are listed in the Hall of Fame.

• *Official Data*

- LEADING
  The top eight jockeys are listed.
  Press the ■button to switch between Number of Wins and Total Prize Money Amount.

- COURSE RECORD
  Record time for each track.
  Use the Left and Right directional buttons to select the track you'd like to view.

- RACING PROGRAM
  The race schedule will be displayed.
  Press the ■ button to switch between the weekly display and the monthly display.

• *Breeding*

When the calendar reaches April, you can couple horses kept for breeding in order to produce your own original stock.
* An original horse cannot be created if you already have six horses. If that happens, you must retire one of your horses first. Coupling is done only during April.

- CREATE HORSE
  Use this function to create an original horse. Select the sire and brood mare from the list. A confirmation screen will appear. Select "OK" to produce your original horse. Coupling will not take place if "Cancel" is selected.

  Once an original horse is born, you must decide on a name and colors for its equipment. The horse's name can have up to nine characters. You must choose equipment color for the mask, blinker, blinders and bandage. Coupling will require a certain number of points, depending on the parents' abilities and race records.

  The original horse produced will automatically become your horse.

- DATA
  You can view the parameters and race records for a breeding horse.

- DELETE
  This function deletes a breeding horse.

In **Easy** mode, the maximum ability of an original horse is set lower than in either the **Normal** or **Hard** mode.
To create the strongest possible horse, you should play in **Normal** or **Hard** mode.

ONE POINT ADVICE

When creating an original horse

Although it is true that higher parameters in the parents increase the chances that your horse will have outstanding abilities, the parents' race records are also important. The better their records, the greater the offspring's abilities will be.

The parents have high free-handicap values.
The higher the parents' running abilities are, the better the chances that you'll create a powerful horse.

Parents with excellent race records.
Parents of high reputation increase the chances that you'll have a strong horse. Regardless of the offspring's particular abilities, if the parents don't have good records the total abilities of their progeny will be limited. It's important for a breeding horse to have achieved as great a record on the circuit as possible.

Good offspring can be expected if both parents are good.
A foal will directly inherit the capabilities of its parents. If only one of the parents is an excellent horse, the offspring will only be a mediocre horse. Thus the abilities and race records of both parents must be impressive in order for you to expect an equally impressive offspring.

• *System Command*

This screen is for data stored on the memory card.

- **SAVE**
  You can save the present contents of the game. Select the memory card you'd like to use.

  To save, at least 500KB of empty space is required on the memory card.
  You can save up to three season files in
  Season mode.

- **LOAD**
  Data saved on a memory card can be loaded at a later time.
  Select the dedicated memory card you'd like to use
  and select the desired season file.

- **QUIT GAME**
  This function exits Season mode and returns to the title screen.

Practice Mode

In this mode you can select a horse you'd like to use and practice a desired race.

In Gallop Racer 5 more than 1,500 horses will appear, each with its own characteristics. If you saved data on a memory card, you can also ride an original horse created in Season mode. Here, you can enjoy riding different horses in different races.

Selecting PRACTICE MODE from the title screen will take you to the Practice Mode screen. Select the desired mode and follow the on-screen instructions in order to choose a horse and a race to enter.

PLAYER CONTROL (Player operation)

This is a single-player mode.

WATCH (Watch mode)

In this mode you can watch computer-controlled horses compete against each other. There is a betting feature in this mode, in which you wager on the outcome of a race with computer controlled horses. Additionally, you and your friends can race your original horses against each another.

ORIGINAL HORSE (Loading original horse)

You can load original horses for use in Practice mode.
To ride your original horse, be sure to register it at this screen.
*Original horses are created in Season mode (see page 9).

- **LOAD**
  This function loads an original horse saved on a memory card.
  Please select the memory card you'd like to use.

- **ADD**
  You can select and register a horse from the list of loaded horses.
  Select a horse using the directional buttons and confirm/register your choice using the X button.

- **DELETE**
  This function removes a horse from the list of those registered. Select a horse using the directional buttons and confirm your choice using the X button.

• Before The Race Begins

The start of the race is preceded by the following:

1. Choose a race

If you select either "PLAYER CONTROL" or "WATCH" in the Practice Mode screen, you'll enter the Race Selection screen.

Select the race you'd like to enter using the directional buttons, then press the X button.
You can narrow down the list of races by specifying turf/dirt, grade or distance.

2. Select your horse

If you select "PLAYER CONTROL," you'll enter the Racehorse Selection screen.
Select the horse you'd like to ride from the list displayed.
You can change the sorting order of the list by selecting the "SORT," "MASK," or "LIST" command.
*See "Horse Data screen," on page 12, for details.

• SORT

NAME:
Sorts the racehorse list into alphabetical order.
TURF-RTG:
Sorts the horses based on their ability to run on turf.
DIRT-RTG:
Sorts the horses based on their ability to run on dirt.

• MASK

Limits the racehorses in the list.
ALL:
Lists all horses
COLT:
Lists stallions (males) only
FILLY:
Lists mares (females) only

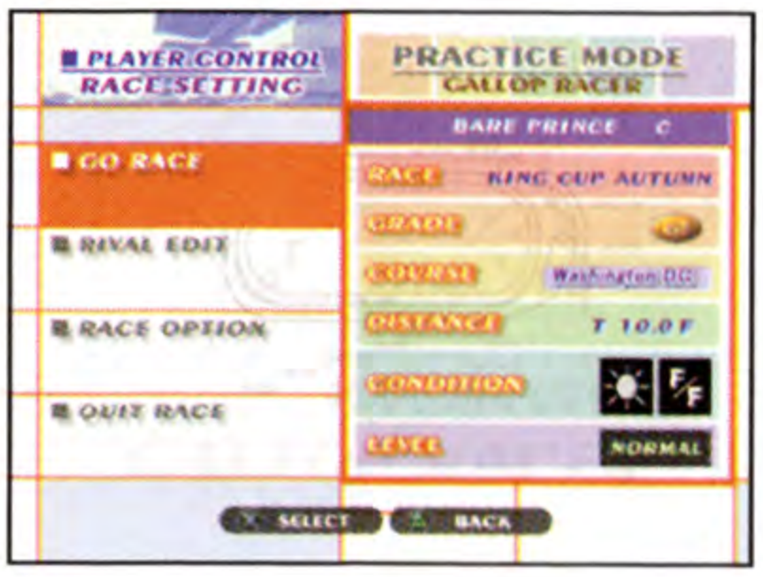
• LIST

Changes the racehorse list to be displayed.
USA-REG:
A regular list of domestic horses
USA-SP:
A list of domestic special member horses
WORLD-SP:
A list of foreign special member horses
ORIGINAL HORSE:
A list of registered original horses. (See page 8, "ORIGINAL HORSE UTILITY.")
To ride an original horse, select this command.
See page 34 for details.

* More special member horses will be added when certain conditions are met in "Season mode."

3. Confirm the settings

When you're finished with "PLAYER CONTROL" or "WATCH," you'll enter the Setting Confirmation screen.
Check your horse and the race. You can also change the racing members, grid order, weather, track conditions and difficulty-level settings.



- **RIVAL EDIT**

You can change the racing members and grid order.

- **RACE OPTION**

You can change the weather, racetrack conditions and difficulty-level settings. .

- **BETTING MODE**

You can enjoy wagering in the WATCH MODE. Wagering points will differ depending on which mode you select from EASY/NORMAL/HARD. GOOD LUCK!

WIN: You win if your horse finishes first, and you collect the WIN payoff.

PLACE: You win if your horse finishes first or second and you collect the PLACE payoff.

SHOW: You win if your horse finishes first, second or third, and you collect the SHOW payoff.

EXACTA: You select two horses, and you win if your horses finish first and second in the EXACT order.

TRIFECTA: You select three horses, and you win if your horses finish first, second and third in EXACT order.

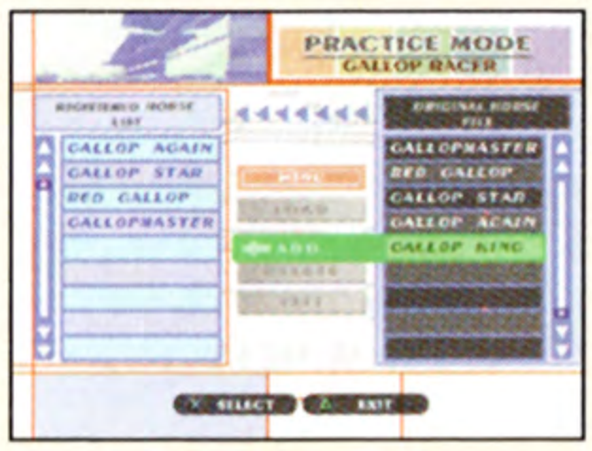
BOXING: Players can box any horses and it will cost an extra 2 points per bet, for example: if the player picks an EXACTA BOX with horses 3 and 4, as long as those two horses finish first and second (the order doesn't matter), the player wins. Cost of this bet is 4 points.

ONE POINT ADVICE

Try using "RIVAL EDIT."

With the "RIVAL EDIT" function, you and your friends can see whose original horse is the best.

1. In "ORIGINAL HORSE" from the "PRACTICE MODE" menu screen (page 20), load and register the original horses you and your friends have created.



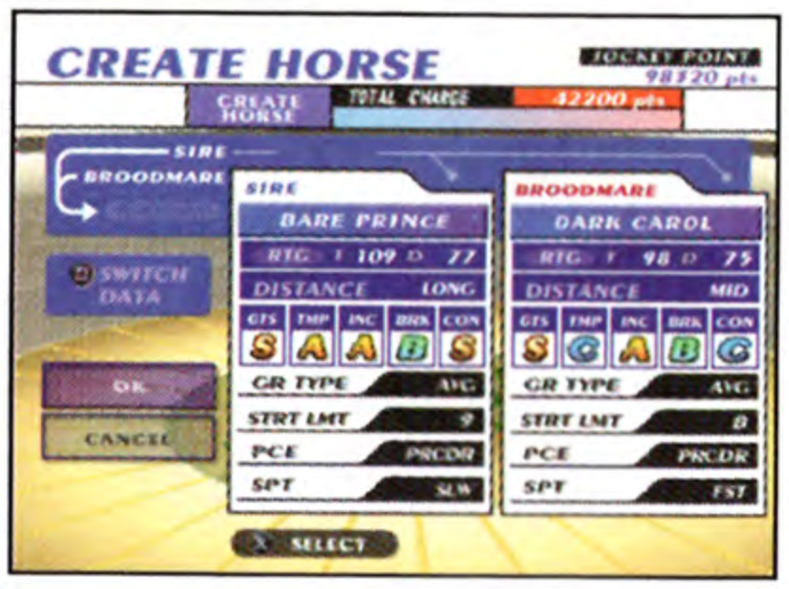
2. Select "WATCH MODE," then choose a race.

3. In "RIVAL EDIT" of the Settings Confirmation screen, change the racing members to the original horses you've registered.

4. Once you're finished changing the racing members, start the race.

VS Mode

In this mode two players will compete against one another. If you select "VS MODE" in the title screen, you'll enter the VS Mode screen. Here you'll find "NORMAL MODE," where you can select the race and your horse, and "RANDOM MODE," where things will be left up to the computer. Select the desired mode.



You can also ride an original horse created in the Season mode if you've saved it on a memory card.

Split screen, top and bottom

Split screen, side-by-side

NORMAL

In this mode the player can select the number of races, the races to run, and the racehorses that will compete.
If the number of races is set to 3 or 5, select the race and racehorse for each race.

RANDOM (Selecting at random)

The computer will randomly decide the race, racehorse, weather and track conditions.

ORIGINAL HORSE (Loading original horse)

You can load original horses for use in VS mode.
See page 20, "ORIGINAL HORSE," for information on how to load original horses.

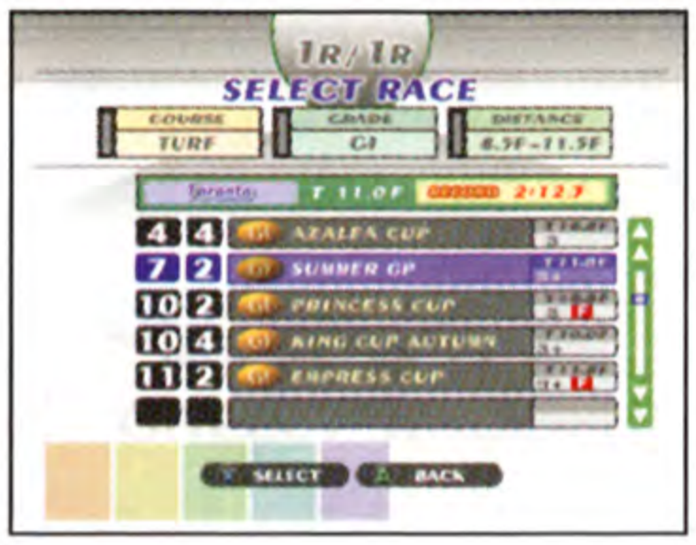
• Before The Race

1. Select the number of races

Select the number of races. You must set the number of races in order to proceed.
Select the number from [1/3/5 Races] with the directional buttons and press the X button.

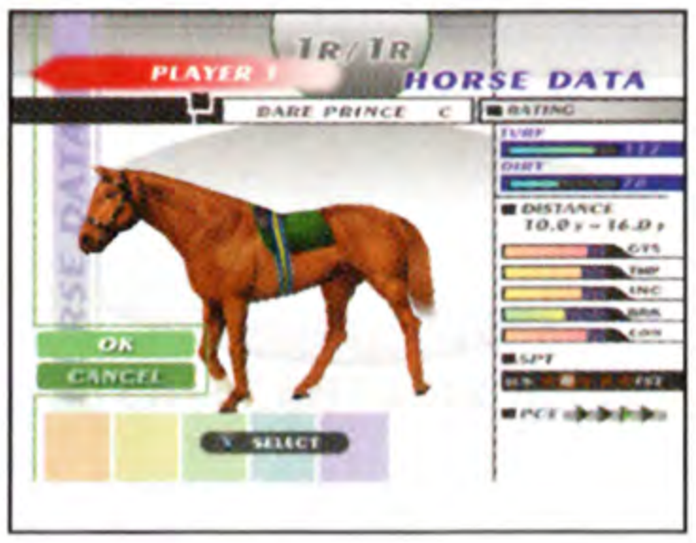
2. Select the race (Automatic if RANDOM)

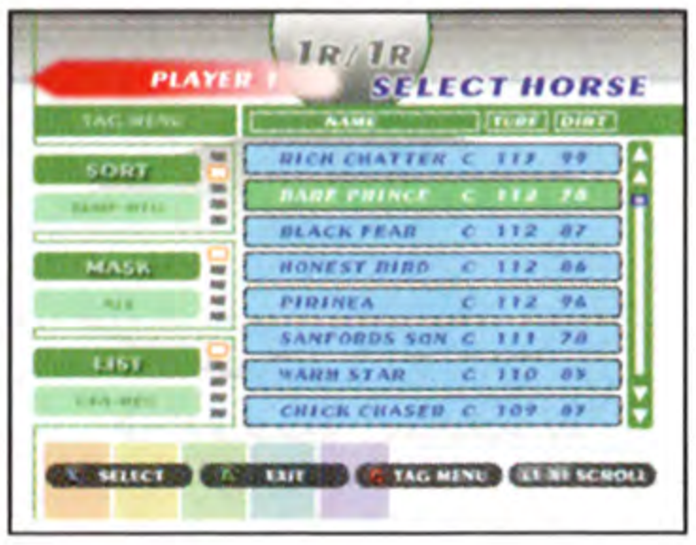
If you've selected "NORMAL" mode, you'll enter the VS Race Selection screen.
Select the race to run using the directional buttons, then press the X button.
You can narrow down the list of races by specifying turf/dirt, grade or distance.



3. Select the racehorse (Automatic if RANDOM)

If you've selected "NORMAL" mode, you'll enter the Racehorse Selection screen.
Player 1 will choose a horse, followed by Player 2.
Each player should select a horse to ride from the list provided.
You can change the sorting order of the racehorse list by selecting "SORT," "MASK" or "LIST."
* See page 20, "Practice Mode," for sorting commands.





4. Confirm the race settings

Please check your race and horse. You can change the racing members, grid order, weather, track conditions and difficulty-level settings.

• RIVAL EDIT
You can change the racing members and grid order.
* This will not be displayed if you've selected "RANDOM."

•RACE OPTION
You can change the weather, track conditions, difficulty-level settings and type of screen splitting. Each setting can be changed using the directional key buttons.
* Weather and track conditions won't be displayed if you've selected "RANDOM."

•DATA
You can view the parameters of the horses.

Once all settings are complete, the race is ready to begin. For racing, see page 27.

• Win/Loss

Winning and losing are determined by the total number of points acquired, depending on the finishing order for each race.

Finishing order and points												
Order	1	2	3	4	5	6	7	8	9	10	11	12
Points	20	15	12	10	8	6	5	4	3	2	1	0

* In a five-race match, the final race will have the points doubled.

Race

Once the settings are complete, it's time to race. But wait! Before you start, it's time for a final check. Is the distance suitable for your horse? Does your horse handle the turf/dirt well? Is your horse in proper racing condition? How about the track conditions? What racing styles do your potential rivals represent?
Attention to detail and the best performance from your horse will make you a world-class jockey.

• Race card/horse return

The leg type and popularity of the contestants are displayed. During the horse return the horses act differently, depending on their mood and degree of conditioning. Beware of a horse that's too antsy. It may be difficult to control once the race is underway.

Race Card

Horse Return

• Start

The horses enter the gate, the countdown is completed, and the race begins.
The horse should be ridden according to its leg type.
Acceleration and deceleration is controlled using the Up and Down directional buttons, while lateral movement is controlled by the Left and Right directional buttons.
Repeated use of the whip (○ button and □ button) produces "typhoon whip," which changes the rate of acceleration.
When you win the race, the buttons will give you various types of victory poses.

• Race Screen

1. Course record
This is the record time for that particular course. If a record better than this number is achieved in Season mode, the number will be updated.

2. Time
This indicates the present time.

3. Stamina meter
The gauge drops as the horse uses up its stamina.

4. Condition meter
This changes color according to the horse's condition.

5. Speedometer
This indicates the present speed.

6. Leg type
This indicates the horse's leg type. The bright arrow shows you the best pack position in which you maximize your horse's power.
For information on strategies for each leg type, see page 30.

7. Present position
This displays where the player is and how many horses are running ahead of your horse.

8. Remaining distance
This is the distance remaining before the finish line.

9. Pace
This displays the present pace and lap time. It will be displayed only when certain checkpoints have been passed.

10. Pack radar
This displays the whole pack in radar. The horse with a white ring is the player's racehorse.

11. Target horse name
This is the name of the horse in the radar's sights. Initially, it's the player's horse.

* Viewpoint
In this game, you can choose the camera location from one of the three possible perspectives, such as Regular view or Bird's Eye view.

How the condition meter works

• Let's See How You Did!

KING CUP AUTUMN GI T 10 OF F Washington D.C.
1 BARE PRINCE PLAYER 1:58.4
2 SANFORDS SON ANGELO 1 1/2
3 RIFF COAST HINES 2 1/2
4 NEW DOC ROCK BENTON 1/2
5 ACTION ZACK IBARRA NECK
6 JAY HO FLORES 1/2
7 ALL TALK DAVIS 1 3/4
8 GOOD E GOOD STEELE HEAD
RIDER EVAL START CNTRL
PACE FAST
NEXT
VTR
RETRY

Once the race is completed you'll enter the Race Results screen.
At the bottom of the Race Results screen is the Riding Points display, which evaluates your performance as a jockey.
It tells you how much of your horse's ability you could utilize, and how the race results turned out.
It's safe to say that a great jockey not only wins a race but wins by riding the horse "well."

Evaluation

RIDER EVAL: Rider Evaluation
This is the evaluation of your performance as a jockey during the race.

START: Start
This indicates how well you started, based on four levels of consideration.

CNTRL: Controllability
This indicates how well you maintained the horse's condition, based on four levels of consideration.

CNT: Contact
This is displayed if you've interfered with a competing horse in the final stretch, and will have a negative effect on your riding evaluation points.

OBS: Contact
This is displayed if your horse touched another horse. It will have a negative effect on your riding evaluation points.

• How to get a good score

In short, "for best results, maximize your horse's abilities." To perform well as a jockey means to have a good start, maneuver well, and time your final dash properly.

Strategy

The following hints will help you better handle the challenges of the game. This chapter will show you what you need to be wary of while riding, so that you can be one step closer to victory.

1. What is leg type?

If you really want to win in Gallop Racer, you must first understand the concept of leg type. Leg type indicates the positioning that allows the horse to maximize its abilities. There are five different leg types.

1. Run
These horses feel better by staying ahead of the pack from the start of the race. If you're ahead of the pack immediately after the start, sometimes the other horses will leave you alone.

2. Preceding
These horses feel good in a position directly behind the lead horse. If the pace is a bit fast, it may be better to stay back a few more horses.

3. Insert
These horses feel best as the center of the pack. If the pace is slow, you should move up a little. If the pace is fast, drop back a bit.

4. Homestretch
These horses like to stay close to the back of the pack. If the race is generally slow, you can gradually move up along the outside.

5. Free
These horses feel good when the speed matches that of the pack. Try to change your horse's positioning according to the overall pace.

2. Find a horse that's easy to ride!

Until you become used to the game, try to pick a horse that appears easy to ride.
A forgiving distance attributes mean a wider selection of races available. Higher vitality and incline parameter values are helpful, too. If your horse is of the "run" or "preceding" type, choose a horse offering good acceleration.
For beginners, an "insert" or "preceding" type horse is the recommended choice.

3. Choose a race that's suitable for your horse!

You can't win unless you enter races that accommodate your horse's abilities. For instance, it's very difficult to run a race that doesn't match your horse's distance attributes. Try to register only for races in which your horse will be comfortable.

Basically, you should check the turf/dirt fee handicap and pick a race that suits the horse's level of ability. Although winning the bigger races is the part of the fun, it would be a waste of time to compete at a level that's beyond the abilities of your horse.

The weight to carry will be determined based on how much the horse has earned for weight races, and on how powerful the horse is for handicap races. When registering for such races, try to pick a race that requires you to carry the lowest amount of weight.

General guidelines for race grade, depending on free handicap value

Stallion/gelding		Mare		
89	/	79		Open Class
84	/	80	and below	Domestic GIII Class
88	/	84	and below	Domestic GII Class
98	/	94	and below	Domestic GII Class
108	/	104	and below	Overseas GI Class

4. Predict the pace and get the ideal position!

Be sure to check the other horses at the paddock. This will help you predict the pace of the race.
The pace tends to get faster if there are more run- and preceding-type horses, while more horses of insert and homestretch type will result in a slower pace. As stated earlier in the section on leg type, try to position your horse in the pack according to its own particular characteristics.

5. Concentrate on the start!

You should always try for the best possible start. This will ensure you the ideal position without any wasted effort. After entering the gate, the best way is to press the Up directional key button once when the "GO" signal appears.

6. During the race, concentrate on keeping your horse happy!

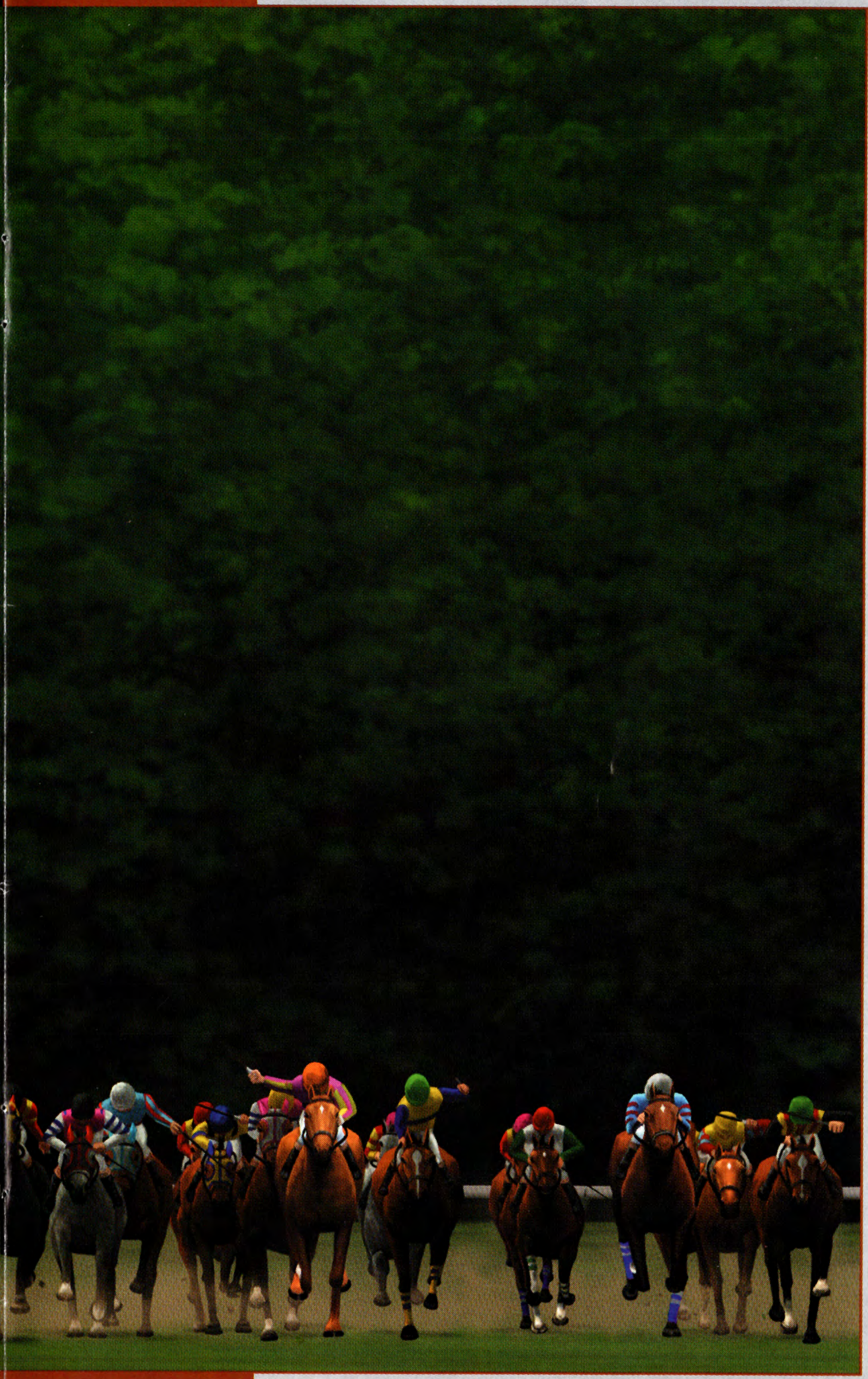
Once you've obtained the perfect position in the pack, avoid using your reins. Keep pace with the pack, and maintain your horse's condition and ability. But be wary of an ill-tempered horse! It may decide to do things on its own and attempt to move ahead of the pack. If that happens, move your horse behind another or control its speed through delicate use of the reins. Your horse's condition deteriorates following a sudden burst of acceleration or deceleration, and by coming into contact with other horses.

7. Don't use the whip during the race!

Tempted to use the whip in the middle of a race?
Don't, since that will only accelerate the horse too much, weakening its condition.
Try to avoid using the whip in the middle of the race.
Instead, save your stamina.

8. Try to time that last spurt perfectly!

When the remaining distance is about 600 meters, move your reins slowly to accelerate. The rule of thumb is to start using your whip vigorously at around the 500-meter mark, and thus trigger the final spurt.
If the race was a fast-paced one, it's better to delay the spurt a bit. Also, if the last spurt is of the "instantaneous" type, the spurt should be delayed. If the last spurt type is "persistent," the spurt should start relatively sooner.



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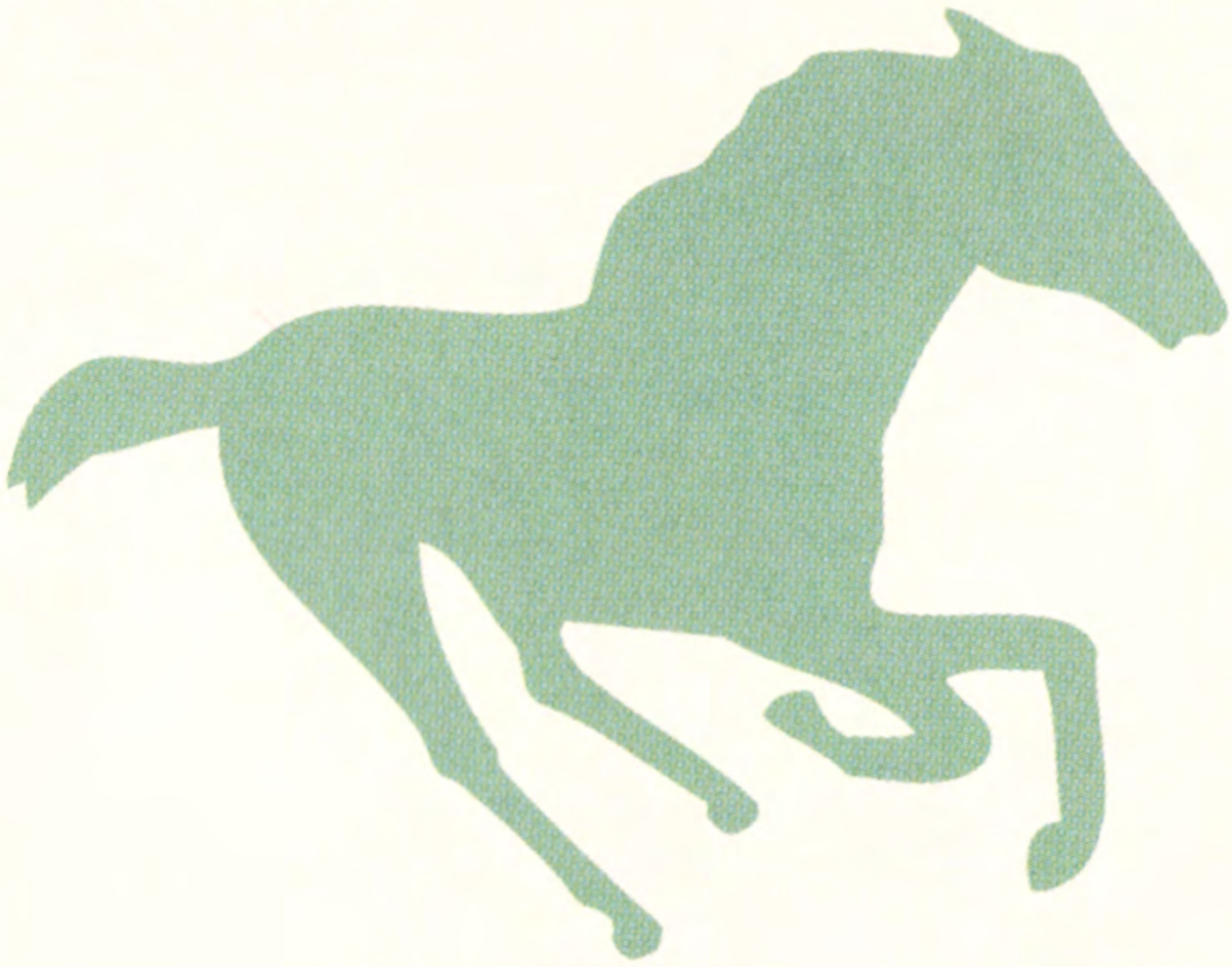

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